Raptor abilities: Quantum Shielding, [illegible], Terrifying, [illegible], Death Throes, vanguard predator, power-kick, [illegible] Rapacious Hunger

<FEAR/HUNGER/ANGER>

Pterodactyl: abilities: the Movie: the 2nd Part

[illegible], Deadly Cargo, Terror, Death from above, airborne, Empyric Overcharger (aura), hard to hit, [illegible] Eye in the Sky, Biostatic Rattle, Manoeuvrable,

'Cartouche' = Overcharged Form <FEAR/HUNGER/ANGER>

T-Rex abilities: It's a Stampede!, Primal Rage, [illegible], Pinned Down, [illegible], Majesty, Deathly Dark Scales, [illegible], Armoured Exoskeleton, Terror, Terrifying, Titanic, Wrecker claws, sweeping blows,

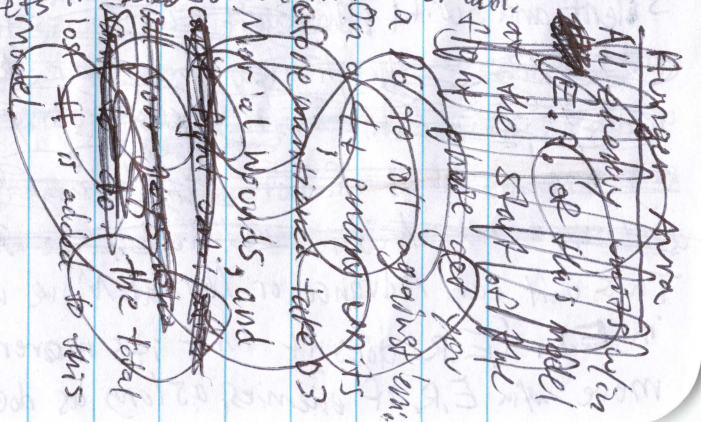
'cartouche' = [illegible] = Xtra Terrifying

[illegible]

Adaptable: This unit gains the following abilities:

[illegible] - @ the end of the Morale Phase, any unit bearing this ability who has lost models this turn is eligible for this power. Select an ability from the unit profile of the enemy fought (or the enemy that shot at it) - for the rest of the battle, [illegible] rolls 6's this unit gets a 5+ Inv. Sv. vs [illegible] and the enemy unit cannot use the same ability against this for rest of battle.

Random Mutation - In your Command Phase, you may roll 2d6 to 'evolve' this unit. On a double '1's result, this unit loses a model. On a 3-8, you may evolve it into a common type of your choice; on a 9+, a RARE type. If you choose a rare type, lose 1 model before evolving. (Shadow/Doubles) evolving resets the Adaptable: Survival of the Fittest abil.


Hunger Aura
All enemy units within 6" of this model suffer -1 to hit rolls in the Shooting phase
On a 6+ to roll against enemy units
Major Wounds, and
lost
is added to this
the total

Fire Mutant Lizard

(living)

It Burns!, Hail of Ammunition, Fire-Resistant; (≥15 models, re-roll any 1's)

Acid Mutant Lizard

flamer or Melta attacks at -1 Dmg (min. 0)

It Burns! - hit roll u.m.6 = immediate D3 MW

Venom Spit - wound roll u.m.6 = +1 MW

Instinctive Defense - overwatch if you pass a morale test

Dark Mutant Lizard

Cloud of Confusion: enemies w/in 3" lose the 'objective secured' abil.

(Aura) Nightmare Shroud (-1 to Ld ch. & C.A. tests)

(Aura) Dark Shadows: enemies w/in 3" (en. units) have -1 to hit rolls. In addition, this unit is not visible to enemy units/models, and blocks visibility 3" in all directions, incl. vertically.

Chameleon Mutant Lizard

Perfect Mimicry, vanguard predator, Chameleonic Skin

Stealth Mutant Lizard

Chameleon Ambush, vanguard predator;

Silent and Swift: Can move thru enemy units as they weren't there

This unit can Advance or Normal Move when if is in E.R. (E.R. doesn't limit its movement). Can move w/in E.R. of enemies, as long as doesn't end in E.R.

NO 5-30
M 18"
WS 3+
BS 3+
S 2
T 2
W 1
A 2
Ld 5
Sv 6+

All Mutant Lizards Types

Serpentine Coils, Swarming Masses, Bounding Leap, Flesh Hooks, Inhuman Swiftness, Insidious Infestation, Swarming Hordes*, Sense Weakness*, Strength in numbers*, Skittish*, adaptable*

1st 3 behaviour types are free, last 3 are extra points† ('behavioural division')

each unit must have 1 type, and only one type

Sense Weakness

This unit gets +3" to charge after advancing, if the target unit has lost models/wounds. In addition, when attacking a wounded model (single model unit) or a unit below half-Strength, re-roll all 1 results (unmodded (s)

Skittish

After this unit fights, whether or not its E.R. enemies have fought, you may make a Fall Back move Out of Phase. If you do so, roll 1d6. On a '1', lose 1 model. This unit cannot Advance or Charge on your next move phase.

Strength in Numbers

When this unit has ≥15 models, each model has +1 Attacks. In addition, any (Aura) abilities the unit has are extended 3" further in range.

Swarming Hordes

U.C. 6+ models rule never applies. In addition, can move thru own units and any Enemy VEHICLE or MONSTER unit. When going thru enemy units, roll 1d6. On a '1', lose 1 model.

† or a limited ratio can be in your army